

NON-OVERLAPPING GRAPHICAL USER INTERFACE WORKSPACE**Abstract of the Disclosure**

5 A user interface mechanism that introduces a novel concept referred to as a “non-overlapping workspace”. A system user can switch between the traditional overlapping workspace and the novel non-overlapping workspace, depending upon how they wish to move and manage objects in the workspace. In the non-overlapping mode, as the user moves a selected object to relocate it within the work area, as its border touches another
10 object, the selected object pushes the other object (rather than cover it). In an alternative embodiment, when the system is in the non-overlapping mode, objects on the desktop have “sticky” borders, that is, as the border of a selected object comes into contact with the border of another object, the two objects are coupled to each other as though they were glued together, forming an "object unit".